

Using Natural Programming Objects

This chapter covers the following topics:

- Types of Natural Programming Objects
 - Creating and Maintaining Programming Objects
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Types of Natural Programming Objects

Within a Natural application, you can use the following types of programming objects:

- Program
- Class
- Subprogram
- Adapter
- Subroutine
- Copycode
- Helproutine
- Text
- Map
- Local Data Area
- Global Data Area
- Parameter Data Area

Creating and Maintaining Programming Objects

To create and maintain the programming objects, you use the Natural editors.

- Local data areas, global data areas and parameter data areas are created/maintained with the data area editor.
- Maps are created/maintained with the map editor.
- Classes are created/maintained with the program editor.
- All other types of objects listed above are created/maintained with the program editor.

For information about the naming conventions that apply to Natural objects, see *Object Naming Conventions*.

For detailed information on using these programming objects, see *Maintaining and Executing Natural Objects* in *Using Natural*.